VALENWOOD

GAZETTEER

Valenwood Gazetteer

Fierce and untamed, Valenwood's lush, impenetrable forests have long been the stuff of legend. The province's entrance into the Aldmeri Dominion has brought change to the Wood Elves who have lived in the region and clung to their traditions for generations. Even with the front of the Three Banners War nearby, the province offers thorny and complex concerns of its own, like the independent tribes of Wood Orcs or the missing city of Falinesti, housed in one of Valenwood's massive migratory trees. Lately, longtime Valenwood residents have started to view outsiders with suspicion, thanks largely to the guiding influence of the Wood Elf Deslandra, long a popular figure in the area for her charitable work.

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OVERLAND MECHANICS

Deslandra has a strong reputation in her home province, and she will go out of her way to make sure that anyone who dares challenge her is met with severe consequences. The 3 influence tracks measure Deslandra's influence in the region and how intensely that influence affects encounters. At the start of the session, place a token on the 0 of each influence track on the overland map. When triggering the Activate Province Effect step, increase the relevant influence track based on the overland icon(s) drawn. Before resolving any encounter, consult the following to determine if the encounter's associated influence track provides a negative effect for the encounter. If an influence track is at 0 or 1, there is no effect.

Town Effect 2-3: Each adventurer must spend 1 tenacity to take a second town action.

Town Effect 4: Each adventurer must spend 1 tenacity for each town action they take.

Peaceful Effect 2-3: If the encounter has an unstable option, that option must be chosen.

Peaceful Effect 4: At the end of the encounter, each adventurer must discard an item, if possible.

Conflict Effect 2-3: Add a level 1 enemy to the EP and deploy it last.

Conflict Effect 4: Add to the calculated EP.

Additionally, Valenwood introduces a new and unique minor keyword: **Resistance**. This keyword represents the party's progress in turning the tide of public perception against Deslandra within the region. Like other keywords, this keyword primarily impacts the endgame quest. However, this keyword can be gained multiple times. When logging it in the campaign journal, write it once the first time you gain it with a single tally mark beside it, and add a tally mark next to it each time you gain it again.

This keyword can only be gained in Valenwood and only assists you during the Valenwood endgame. Whenever you would gain this keyword, you may choose to ignore it and instead reduce an influence track of your choice by up to 2. At the start of Session 2, if you were not in Valenwood for Session 1, gain keyword: **Resistance** twice.

Increase the Town Influence Track by 1.

Increase the Peaceful Influence Track by 1.

Increase the Conflict Influence Track by 1.

No Icon: Reduce an influence track of your choice by 1.

NATIVE SKILLS

Iron Bark: When this unit is dealt damage by non-adjacent units, its defense is increased by 1 for that engage.

DELVE FEATURE

Valenwood comes with 8 Forest Blight cards (VW-SP-01 through VW-SP-08). During session setup, shuffle these cards separately and place them facedown in their own deck. If any adventurers already have Forest Blight cards at the start of the session, exclude these cards when shuffling the deck. Different effects in Valenwood (primarily in delves) may instruct an adventurer to draw 1 or more of these cards. When you do, the card must be placed into a ready slot in your inventory. If no slots are available, you must either discard another item or move another item to your pack in order to make room. If your ready slots are already all occupied with Forest Blight cards, you may choose to either discard the new card you drew or to discard a Forest Blight card you already have to make room.

While a Forest Blight card is in your ready slot, it provides a permanent penalty to either your adventurer or to the party as a whole. This effect remains in play until the party leaves Valenwood or until a specific effect instructs you to discard a Forest Blight card. All adventurers discard their remaining Forest Blight cards if the party accepts a quest in a different province.

TRAVELING CARAVAN

Valenwood is a frequent haunt of the traveling merchant Khajiit clans known as the Baandari. They live by a number of unwritten bylaws that govern their aggressively commercial interactions with the outside world. You tarry with them for a while and recover from your time in the ever-changing jungle.

Off the Beaten Path: At the start of this encounter, you must log this visit in the campaign journal. Then, each adventurer is dealt true damage equal to the number of times the party has visited this caravan. If this damage would defeat an adventurer, they instead remain at 1 HP.

Traveling Baandari

Trainers Available: 5

Common: 0

Legendary: 4

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

The Bylaw of Guarantees: Make a lockpick check on the back of 1 of the items in your ready slots. If successful, gain 2 tenacity or discard a Forest Blight card. If unsuccessful, discard the item.

Alchemy Station

ARENTHIA

A bustling river port on the edge of Valenwood and Elsweyr, Arenthia only recently threw off an occupation by the Colovians of Cyrodiil, bringing it back into the fold of the Aldmeri Dominion. Though named for an ancient Wood Elf king, the town has such a heavy Khajiit presence that some wonder if it should be considered part of Elsweyr.

Colovian Influence: Imperial adventurers may draw 2 when taking the town square action, choosing 1 to gain and 1 to discard.

Riverside Traders

Common: 5

Legendary: 1

Trainers Available: 6

The Empty Tankard

Quest Board

Guild Kiosk

Town Square

Smuggler's Hub: You may discard 1 to draw 1 .

Alchemy Station

BAANDARI TRADING POST

The closest thing the nomadic Baandari Khajiit have to a permanent settlement, the Baandari Trading Post is a mercantile bonanza. Though not all are comfortable with the Baandari way of life, which focuses on driving a hard bargain in all matters, anyone who can match the relentless pace of commerce is a welcome guest.

The Bylaw of Salvage: At the start of this encounter, 1 adventurer must make a lockpick check of 6-5-4 (3 attempts). If unsuccessful, each adventurer must discard 1 item, if possible.

Trade Post Triumphs

Common: 6

Legendary: 2

Trainers Available: 3

Silver Moons Inn

Quest Board: Closed

Guild Kiosk

Town Square

The Bylaw of Prophecy (group): Gain the following **Persistent** effect: For the rest of the session, you may search for and read the last step of your current guild quest (not including the epilogue step).

Alchemy Station

DREAD VULLAIN

Once a thriving town in its own right, Dread Vullain's most commonly-seen denizens now consist primarily of the dead who haunt the city's ruins. Valenwood historians tell tales of the Blackroot Clan's assault on Vullain and the aggressors' untimely demise when they ate the poisoned corpses of their victims. Despite this macabre reputation, the area is still visited by traders from time to time.

Blessings of the Blackroot: At the start of this encounter, each adventurer may place a Bane status die on their class card. Then, gain the following **Persistent** effect: At the start of the next clash, each adventurer may apply the Bane status die on their class card to a non-quest enemy of their choice. If they do not, the Bane die is discarded.

Ferlion, The Traveling Merchant

Common: 3

Legendary: 2

Trainers: Closed

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square: Closed

Alchemy Station: Closed

ELDEN ROOT

The capital of the Aldmeri Dominion and the central city of Valenwood, Elden Root is a vital location for Wood Elves around Tamriel and a major player in the continent's politics. It is housed in one of the largest graht-oak trees in all of Valenwood, a sylvan monument visible for miles in every direction.

Dominion Capital: At the end of this encounter, you may move the party token 1 hex. If there is at least 1 High Elf, Khajiit, or Wood Elf adventurer in the party, you may move the party token up to 2 hexes instead.

Trunkshade Traders

Common: 3

Legendary: 3

Trainers Available: 6

Outside Inn

Quest Board

Guild Kiosk

Town Square

Appeal to King Aeradan (group): Reduce each influence track by 1. Skip today's Activate Province Effect step.

Alchemy Station

GREENHEART

Greenheart would be a mostly unremarkable town in southern Valenwood if not for the presence of the Wilderqueen, the god of Valenwood's deep forests. The Wilderqueen, and by extension her home, recently joined the Aldmeri Dominion to fight a group of High Elf terrorists called the Veiled Heritance.

Seat of the Wilderqueen: At the start of this encounter, you may make a social check (☊ x 4). If successful, gain the following **Persistent** effect: For the rest of the current session, you may ignore enemy skill: **Native**.

Bridgeside Barter

Common: 4

Legendary: 0

Trainers: Closed

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Nature's Blessing: Discard an item to then discard a Forest Blight card.

Alchemy Station

HAVEN

Haven's history can be read in its architecture – a jumble of Wood Elf, High Elf, and Imperial designs – and its bustling port, which has hosted pirates, smugglers, and invading armies with frightening regularity. Still, those with a taste for opportunity and a quick wit in times of need have found Haven a profitable place to make a living, provided they don't stay in one spot for too long.

Epicenter of Trade: After each time an adventurer visits the trainer, draw a new token from the trainer bag and add it to the skill lines available to be trained.

Swimmer's Stuff

Common: 3

Legendary: 1

Trainers Available: 6

Phynaster's Stride

Quest Board

Guild Kiosk

Town Square

Set Sail (group): At the end of the day, place the party token in Woodhearth or Silvenar. You must spend your next day in that town.

Alchemy Station

MARBRUK

Marbruk is a city still finding its feet. Built only a few years ago to defend Valenwood from the Ebonheart Pact, the method of its construction increased tensions between the High Elves and Wood Elves who call it home. It was built atop a large Ayleid ruin, which is now home to a variety of thriving criminal enterprises.

Vibrant Underworld: If the party is on a quest for the Thieves Guild, Dark Brotherhood, Undaunted, or Eyes of the Queen, each adventurer may take a free guild kiosk town action during this encounter.

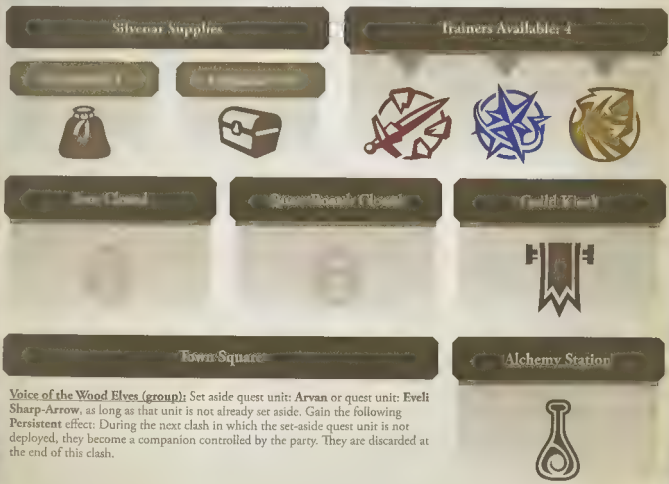
Steal from the Shop: Make a lockpick check of 2-2-4 (2 attempts). If successful, draw 1 or gain 1 from the shop, and gain an additional town action. If your cooldown track has 4 or more fatigue in it after the check, it is unsuccessful.

SILVENAR

One of the crown jewels of Valenwood, the beautiful Silvenar is the home of the Wood Elf spiritual leader of the same name. It is built inside of a large grand-oak tree, and travelers' eyes are enchanted by the magnificent hues of other nearby flora.

Sap of the Grand Oak: Each time an adventurer takes an alchemy station town action, they may refresh up to 3 expended .

Sentinels of the Green Lady: At the start of this encounter, the party may freely gain the Power of Teamwork side quest, if available.



Voice of the Wood Elves (group): Set aside quest unit: **Arvan** or quest unit: **Eveli Sharp-Arrow**, as long as that unit is not already set aside. Gain the following **Persistent** effect: During the next clash in which the set-aside quest unit is not deployed, they become a companion controlled by the party. They are discarded at the end of this clash.

SOUTHPOINT

An uneasy member of the Aldmeri Dominion, Southpoint was founded by Imperial colonists and still maintains a heavy Imperial presence. It was recently the plaything of Sheogorath, the Daedric Prince of Madness, and its residents would like to move on from that unhappy memory as quickly as possible.

Clothie's Sellcart

Trainers Available: 5

Southpoint Inn

Quest Board

Guild Kiosk: Closed

Town Square

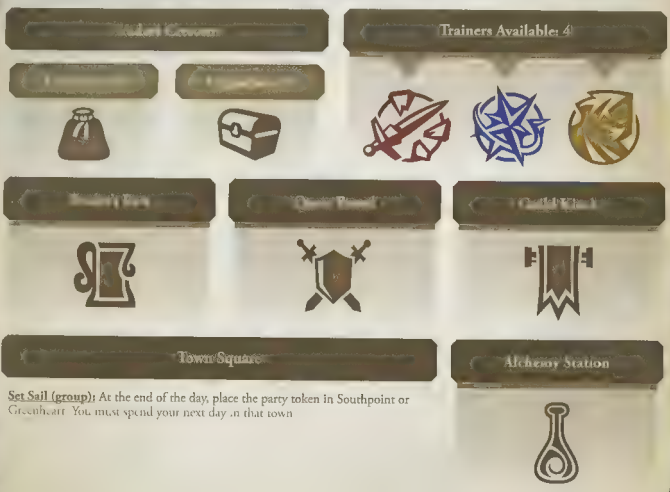
Remnants of Sheogorath: Gain 5 tenacity. Then, you are dealt 0 true damage. After taking this town action, you cannot take an inn town action for the remainder of this encounter.

Alchemy Station

VELYN HARBOR

Velyn Harbor is a friendly port of call for merchants wishing to ply their waves in Valenwood. Business waits for no one, and things have quickly gotten back to normal after an invasion from a tribe of hostile Wood Orcs.

Harbor Customs Hall. After each time an adventurer takes a shop town action, they may discard an item from their inventory to take a free inn town action.



Set Sail (group): At the end of the day, place the party token in Southpoint or Greenheart. You must spend your next day in that town.

WILLOWGROVE

Willowgrove is a small Wood Elf town famous for two things. The first is the town's undying adherence to the Wood Elf Green Pact, which forbids the consumption or harming of plant life. The second is the town's delicious honeymead, which, in adherence to the Green Pact, is very heavy on the honey.

Green Pact Devotion: At the start of this encounter, each adventurer must discard all items in their inventory. Then, each adventurer heals for 1 HP for each and 2 HP for each they discarded that does not have any of the following traits: Fruit, Grain, Salad, or Vegetable.

Sample the Honeymead: Gain 2 bonus HP

WOODHEARTH

Woodhearth is a major economic hub for Valenwood, despite the frequent presence of pirates and smugglers on its shores. In an attempt to keep order, the Aldmeri Dominion has deployed the Thalmor, a group of High Elf soldiers, to police the area.

Thalmor Outpost: After each time an adventurer takes an inn town action, they may gain 2 tenacity.

Two-Ring Trading Circle

Trainers Available: 6

The Improbable Cutlet

Quest Board

Guild Kiosk

Town Square: Closed

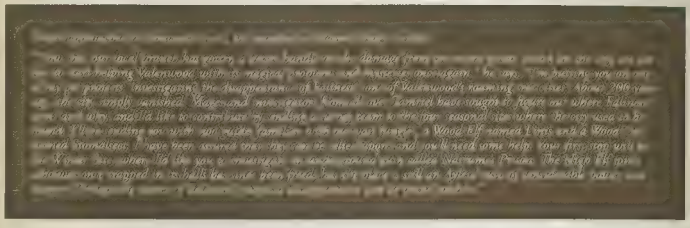
Alchemy Station

A01 Fatal Findings

Complexity: 2

Mages Guild

Session Snapshot: *Complete a delve and two clashes as you visit Falinesti sites around the region.*



Starting Location: Haven

Special Setup Instructions:

Set aside level 1 **Wood Elf Bandit** and level 1 **Wood Orc Bandit**. If ☊ is 2, flip 1 of them to their level 5 side. If ☊ is 1, flip both to their level 5 side.

Also set aside level 10: **Hollow Predator**

Quest Objective:

Travel to Falinesti Winter Site and initiate the following delve (recommended by day 4).

Gain ☊ skyshards. After the final skyshard is gained, deploy the Hollow Predator to the entrance tile. If it is currently Session 2, flip the Hollow Predator to level 20: **Hollow Guardian** instead. At the end of this encounter, return the Hollow Predator/Hollow Guardian to the level 10/20 enemy bag as normal.

Ongoing Step Effects:

The Wood Orc Bandit and Wood Elf Bandit are companions controlled by the party in this session. One of them may be used in each non-quest-step battle, and both are used in quest step battles unless otherwise stated.

When these companions are defeated, set them aside (separate from other set-aside units). During any End of Day Phase, if all adventurers forgo their Adventurers Rest step, the party may revive 1 of these defeated companions.

Rewards: 4 ⊛

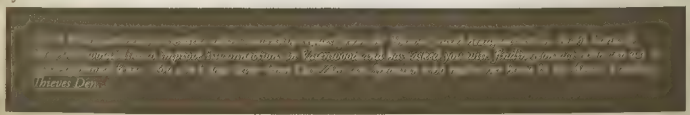
When completed, go to entry: B02 *(pg. 26)*

A05 Fencing With The Enemy

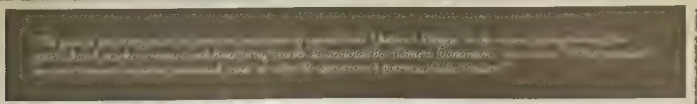
Complexity: 3

Thieves Guild

Session Snapshot: *Unlock your inventory slots by entering delves or making social checks as you prepare for a final clash.*



Thieves Den



Starting Location: Arenthia

Special Setup Instructions:

Each adventurer must place all items currently in their ready slots into their pack, choosing which items to discard if their pack is full. Then, each adventurer must draw 4 . They may look at the items before placing them facedown in their ready slots. If an adventurer has any Forest Blight cards in their ready slots, the item that would be placed in that slot is placed under the Forest Blight card.

Quest Objective:

Establish 2 fences (recommended by day 6). Proceed to Quest Step **B06** at the end of the first Encounter Phase the party has 2 fences established.

Ongoing Step Effects:

While items are facedown in ready slots, they cannot be used, moved to an adventurer's pack, or discarded for any reason. If gaining a Forest Blight card would force 1 of these facedown items to be discarded, place the Forest Blight card on top of the item instead.

You may establish a fence in 1 of 2 ways:

- While occupying a town other than Arenthia, take a group town action to make a social check (x 3) and succeed it.
- In a single encounter, successfully lockpick x 2 caches, immediately discarding all items from those caches when gained.

Each time the party establishes a fence, each adventurer may flip over 1 of the in their ready slots, at which point it may be used normally. Immediately after flipping it over, they may also choose to discard it and draw a new to replace it. Items under a Forest Blight card cannot be flipped over.

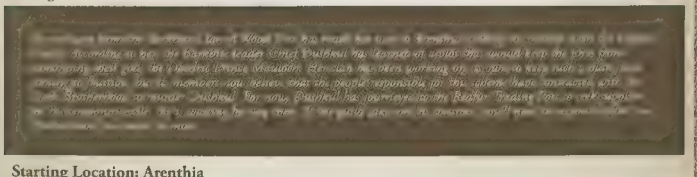
Rewards: 1

When completed, go to entry: B06 *(pg. 27)*

HUNTED
Fighters Guild

A10
Complexity: 2

***Session Snapshot:** Outrun a group of assassins before attempting to survive multiple waves of combat in a dungeon.*



Starting Location: Arenthia

Special Setup Instructions:

Place a token in Haven. This is the Dark Brotherhood assassin. Set aside quest unit **Chief Dushkul**.

Quest Objective:

Travel to Redfur Trading Post and successfully complete a peaceful encounter there (recommended by day 3). If you arrive before the Dark Brotherhood assassin does, each adventurer draws 1 in addition to the reward gained from the peaceful encounter.

Ongoing Step Effects:
During the Activate Province Effect step, the Dark Brotherhood assassin moves a number of hexes according to the drawn overland icon, as outlined below:

- : 2 hexes
- : 1 hex
- : No movement

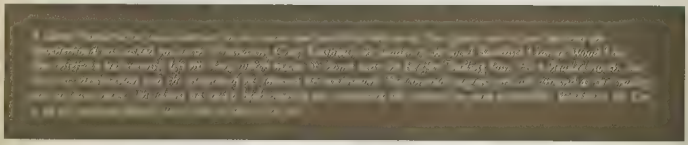
No Icon: No movement and each adventurer gains 1 light fatigue

The Dark Brotherhood assassin's destination is Redfur Trading Post, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose. The Dark Brotherhood assassin and the party token may occupy the same hex. If the Dark Brotherhood assassin arrives at Redfur Trading Post before the party does, place an HP chip next to the map.

Rewards: 0 **When completed, go to entry: B11** *(pg. 28)*

A14 ORCSBANE
Complexity: 3
Dark Brotherhood

Session Snapshot: Pursue a group of orcs before deciding whether to complete an assassination in a multi-step dungeon.



Starting Location: Haven

Special Setup Instructions:
Place a token on Redfur Trading Post. This is Dushkul's caravan. Set aside quest unit **Chief Dushkul**.

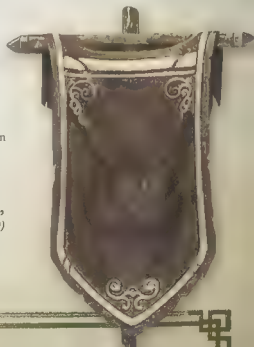
Quest Objective:
Travel to Redfur Trading Post and successfully complete a peaceful encounter there (recommended by day 3).

Ongoing Step Effects:
During the Activate Province Effect step, Dushkul's caravan moves a number of hexes according to the drawn overland icon, as outlined below:

- : 2 hexes
- : 1 hex
- : No movement

No Icon: No movement and each adventurer gains 1 light fatigue

Dushkul's caravan's destination is Horseshoe Island, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose. Dushkul's caravan and the party token cannot occupy the same hex. If Dushkul's caravan reaches Horseshoe Island, remove it from the map and set it aside.



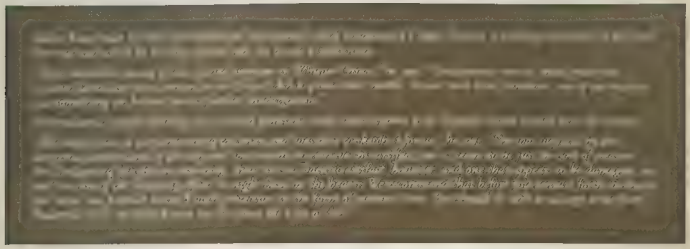
Rewards: 0 **When completed, go to entry: B15** *(pg. 29)*

Pledge of Power

Undaunted

A22
Complexity 2

Session Snapshot: *Retrieve reagents in a delve that will help you in a final dungeon.*



Starting Location: **Arenthia**

Special Setup Instructions:
Set aside quest unit: **Xenesthissa**

Quest Objective:
Travel to Rahaya's Fall and initiate the following delve (recommended by day 6) In this delve, all 😈 gain enemy skill: **Steal**

Gain 🎧 2 skyshards. If you are playing on Apprentice difficulty, gain 1 fewer skyshard. If you are in Session 2, you must gain 2 additional skyshards. This encounter is successful regardless of the outcome. If this encounter ends before the required number of skyshards are gained, log the number of missed skyshards in your campaign journal.

XP collected for this quest step is not static. Instead, after this step is completed, subtract the number of skyshards you did not gain from your XP reward (to a minimum of 0 XP).

Rewards: 4 ⓧ

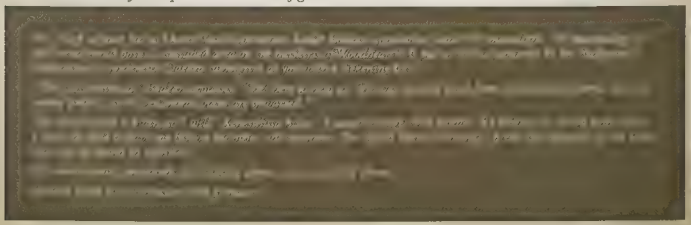
When completed, go to entry: B23 *(pg. 29)*

Gossip and Slander

Outer Watch

A25
Complexity 2

Session Snapshot: *Complete side quests that will help you in a final clash. A Daedra will offer to help you, which will tarnish your reputation but make fights easier.*



so you.

Starting Location: Woodhearth

Special Setup Instructions:

Choose whether to accept the help of the spiderkith. If you do, quest unit: **Xenesthissa** becomes a companion controlled by the party. If she is defeated in battle, she is removed for the rest of the session.

Quest Objective:

Travel to Velyn Harbor, Southpoint, and Willowgrove and gain at least 1 side quest in each of these towns. Log in your campaign journal which side quests were gained in which towns.

After successfully completing at least 1 side quest, travel to any conflict landmark and choose to initiate the following clash using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add quest unit: **Corrupted Creature** to the EP and deploy it first. If you chose not to work with Xenesthissa, the Combat stat of all enemies is increased by 2.

At the start of this clash, gain benefits corresponding to each town in which you gained a side quest that has been completed.

Velyn Harbor: The sailors and merchants of Velyn Harbor grant you an excellent traveling pack. For this clash, up to 2 adventurers may use items in their pack as if they are in their ready slots.

Southpoint: The residents of Valenwood's southern stronghold teach you new defensive maneuvers. Apply 5 - Fear or Daze status dice to units of your choice. The Daze status dice may be applied to quest units.

Willowgrove: The grateful denizens of Willowgrove supply you with a stash of their restoring honeymead. Up to 2 adventurers may either promote their class to master (ignoring class requirements) or gain 5 tenacity (if is 1, that adventurer may do both).

Battle Map Setup:

Battle Objective - Conquer

Ongoing Step Effects:

Adventurers cannot gain side quests in any town except Velyn Harbor, Southpoint, or Willowgrove. During this session, the quest board is a group town action. If you chose to work with Xenesthissa, the level 4 influence track encounter effects replace the level 2-3 effects. The following effects replace the level 4 effects:

: Each adventurer has 1 fewer town action and must spend 1 tenacity to take each town action.

: The unstable option must be chosen. At the end of the encounter, each adventurer must discard an item, if possible. If they have a , they must choose a to discard.

: When calculating EP, temporarily add to the base difficulty XP value.

Rewards: 2

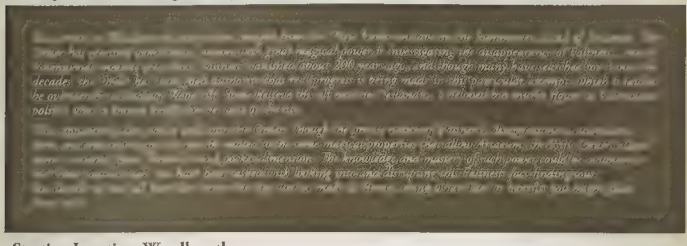
When completed, go to entry: E26 *(pg. 43)*

Proprietary Knowledge

Psyic Order

A27
Complexity: 1

Session Snapshot: *Gain benefits by visiting various Falmesti sites. The final site will lead to a unique clash, which you will tackle using the benefits you gained.*



Starting Location: Woodhearth

Quest Objective:

Travel to each of the 4 Falmesti Site peaceful landmarks and complete their corresponding quest step encounters as detailed below. The sites may be visited in any order. When you visit the fourth Falmesti Site, proceed to Quest Step **C32** instead of the corresponding quest step for that landmark (recommended by day 12, initiates a clash and the end of the quest).

- **Spring Site:** Proceed to Quest Step **B28** *(pg. 30)* and resolve its encounter (this site helps mitigate overland encounter effects)
- **Summer Site:** Proceed to Quest Step **B29** *(pg. 30)* and resolve its encounter (this site provides you with an item boost).
- **Autumn Site:** Proceed to Quest Step **B30** *(pg. 31)* and resolve its encounter (this site provides you with a unique skill boost)
- **Winter Site:** Proceed to Quest Step **B31** *(pg. 32)* and resolve its encounter (this site triggers a clash but makes the final battle easier).

Rewards: 0 ⊛

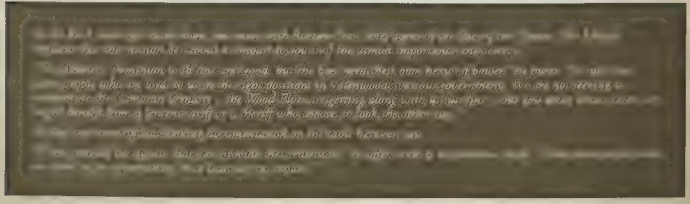
When completed, go to entry: C32 *(pg. 37)*

A Matter of Loyalty

Eyes of the Queen

A34
Complexity: 1

Session Snapshot: *Use battles to recruit units from enemy bags who will help you in future combats and reduce enemies in the final dungeon.*



Starting Location: Woodhearth

Special Setup Instructions:
Set aside quest unit, **Anchorite Deslandra** (if ☊ is 4, set aside quest unit **Empowered Deslandra** instead)

Quest Objective:
Travel to 3 different towns that are not Dread Vullain, Greenheart, Marbrak, or Woodhearth and complete town encounters there, with each adventurer taking a town square action in each of the towns (recommended by day 9).

Ongoing Step Effects:
During battles, you may attempt to recruit agents. After each turn in which a level 1 or 5 ☠ enemy is defeated, the party may make 1 social check (☊ - 1). If multiple level 1 or 5 ☠ enemies are defeated in a single turn, the party may attempt a different social check for each. If successful, the enemy becomes an agent and is placed in the level 10/20 enemy bag. If an agent is drawn from an enemy bag during battle or battle setup, it becomes a companion controlled by the party. It is not considered an enemy and does not reduce the EP. When an agent is defeated, or at the end of a battle, if the agent is still in play, it is returned to its level 1/5 enemy bag and is no longer an agent.

Any agents that remain in the level 10/20 enemy bag during the final step of the quest will make the last battle easier.

Rewards: 1 ✱ **When completed, go to entry: B35** *(pg. 32)*

A37 Complex III — Winner Takes All
Circle of Champions

***Session Snapshot:** Fight up to four quest units to recruit them for a final clash. Each unit you do not recruit will fight against you in the final quest step.*

[redacted]

or Mar Khazgur.

[redacted]

Starting Location: Haven

Special Setup Instructions:
Set aside quest units **Big Bad Bazri**, **Xenesthissa**, **Eveli Sharp-Arrow**, **Shadowscale Akisha**, and **Chief Dushkul**. These are unrecruited units. Designate a separate set-aside area to place recruited units.

Quest Objective:
At the end of any day, you may choose to proceed to Quest Step **B38** (recommended by day 11). Companions can only be recruited before proceeding to Quest Step **B38**

Ongoing Step Effects:

While you are on this step, you may travel to any of the following 4 towns and initiate the following clash by taking a group town action

Add the quest unit that corresponds to your current town, as outlined below, to the EP and deploy it first. If the encounter is successful, set aside the quest unit as a recruited unit and gain 1 XP during the day's Reward Phase. If the encounter is unsuccessful, the quest is not failed.

This encounter may be repeated multiple times, even at the same town (if the previous encounter in that town was unsuccessful).

Arenthia: Xenesthissa

Marbruk: Evelt Sharp-Arrow

Velyn Harbor: Shadowscale Akisha

Woodhearth: Chief Dushkul (if this is Session 2 and the party's Session 1 quest was the Valenwood Fighters Guild Quest, Chief Dushkul may alternatively be recruited without initiating a clash, instead using a group town action to make a successful social check of 🎧 x 2)

Quest unit: **Arvan** is on the backside of Chief Dushkul's chip. If an encounter calls for Arvan after Chief Dushkul has been set aside, deploy Arvan as normal and then place Chief Dushkul's chip back in the set-aside area after the encounter

When gaining fatigue during overland movement, adventurers instead gain 🎧 +1 light fatigue for each hex of additional movement. You cannot take Set Sail town square actions.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 0 ⊛

When completed, go to entry: B38 *(pg. 33)*

B02 Fatal Findings

Mages Guild

[redacted]

Quest Objective:

Travel to Falinestl Spring Site and initiate the following clash (recommended by day 8).

At the start of Round 3, place all party members occupying the entrance tile in the closest unoccupied non-entrance hexes. Then, calculate an additional EP, divide it in half (rounding up), and deploy up to the first 5 enemies resulting from this calculation to the entrance tile. This happens even if all other enemies are defeated before Round 3.

Ongoing Step Effects:

Level 1: **Wood Orc Bandit** and level 1. **Wood Elf Bandit** are companions controlled by the party in this session. One of them may be used in each non-quest-step battle, and both are used in quest step battles unless otherwise stated. When these companions are defeated, set them aside (separate from the other set-aside units). During any End of Day Phase, if all adventurers forgo their Adventurers Rest step, the party may revive 1 of these defeated companions.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: C03 *(pg. 34)*

[redacted]

Quest Objective:

Travel to any town besides Arenthia and initiate a town encounter (recommended by day 12, initiates a clash and the end of the quest). During the encounter, you must take a group town action to immediately proceed to Quest Step **D08**. Alternatively, you may establish a third fence to proceed to Quest Step **C07** at the end of that day (recommended by day 10, or earlier if you want to establish a fourth fence in the next quest step).

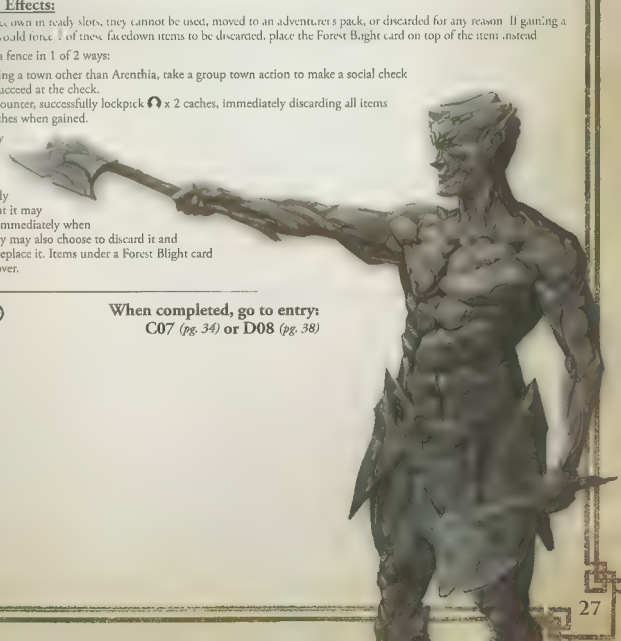
Ongoing Step Effects:

While items are taken own in ready slots, they cannot be used, moved to an adventurer's pack, or discarded for any reason. If gaining a Forest Blight card would force 1 of these facedown items to be discarded, place the Forest Blight card on top of the item instead.

You may establish a fence in 1 of 2 ways:

- While occupying a town other than Arenthia, take a group town action to make a social check (☊ x 3) and succeed at the check.
- In a single encounter, successfully lockpick ☊ x 2 caches, immediately discarding all items from those caches when gained.

Each time the party establishes a fence, each adventurer may flip over 1 of the 🎲 in their ready slots, at which point it may be used normally. Immediately when flipping it over, they may also choose to discard it and draw a new 🎲 to replace it. Items under a Forest Blight card cannot be flipped over.



Rewards: 1 ✱

When completed, go to entry:
C07 *(pg. 34)* **or D08** *(pg. 38)*

B11 Hunted

Fighters Guild

His mouth forms a grim line.

Quest Objective:

Travel to Horseshoe Island and initiate the following clash (recommended by day 8).

When calculating EP for each HP chip placed next to the map, temporarily add 1 to the base difficulty XP value.

During this clash, quest unit: **Chief Dushkul** is a companion controlled by the party.

Ongoing Step Effects:

During the Activate Province Effect step, the Dark Brotherhood assassin (represented by the token) moves a number of hexes according to the drawn overland icon, as outlined below

- : 3 hexes
- : 2 hexes
- : 1 hex

No Icon: hexes. You may choose to reduce this by any amount if each adventurer gains light fatigue equal to that amount.

The Dark Brotherhood assassin's destination is the party token, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose.

The Dark Brotherhood assassin and the party token may share the same hex. Each time the Dark Brotherhood assassin ends its movement in the same hex as the party token, place an HP chip next to the battle map.

Battle Map Setup:

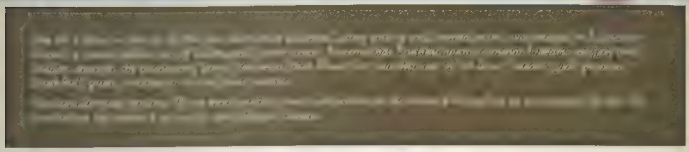
BATTLE OBJECTIVE: CONQUER

Rewards: 2

When completed, go to entry:
C12 *(pg. 35)*

Orcsbane
Dark Brotherhood

B15



Quest Objective:

Travel to Horseshoe Island and initiate the following clash (recommended by day 7)

Add quest unit: **Chief Dushkul** to the EP and deploy him first. If you reach Horseshoe Island before Dushkul's caravan (represented by the token) remove HP equal to 5 - from Chief Dushkul when deployed. If the token is set aside, Chief Dushkul deploys with additional HP equal to (may exceed Health stat).

After this clash, remove the token from the overland map.

Ongoing Step Effects:

During the Activate Province Effect step, Dushkul's caravan moves a number of hexes according to the drawn overland icon, as outlined below:

- : 2 hexes
- : 1 hex
- : No movement

No Icon: No movement and each adventurer gains 1 light fatigue

Dushkul's caravan's destination is Horseshoe Island, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose. Dushkul's caravan and the party token cannot occupy the same hex. If Dushkul's caravan reaches Horseshoe Island, remove it from the map and set it aside.

If Dushkul's Caravan reached Horseshoe Island in the previous step, it remains set aside.

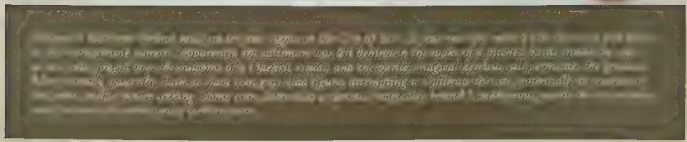
Battle Map Setup:

Rewards: 2

When completed, go to entry: C16 *(pg. 36)*

Pledge of Power
Undaunted

B23



Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty FP (recommended by day 12, initiates the end of the quest).

After deploying enemies, deploy quest unit **Xenesthissa** to Hex D. Then, deploy level 5 **Spider** to Hex B.

Place 1 HP in each sigil hex. For each skyshard you did not collect in the previous step, add 1 HP to each sigil hex.

Xenesthissa prevents all damage she is dealt (including true damage) until the Hex A1 sig.. is defeated.

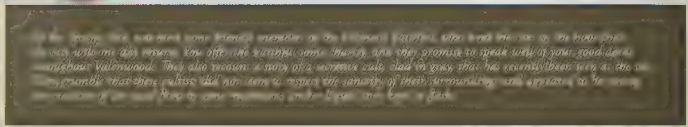
This encounter is successful at the end of a round in which Xenesthissa is defeated and at least half of the adventurers (rounded up) are occupying the entrance tile.

Rewards: 3

When completed, go to entry: E24 *(pg. 42)*

B28 Proprietary Knowledge

Psijic Order



Quest Objective:

Adventurers must immediately collectively discard 1 items (or as many items as possible). Then, choose 1 of the overland icons. Set the influence track associated with that icon to 0. Gain the following **Persistent** effect: You may choose to ignore that icon for the remainder of the session.

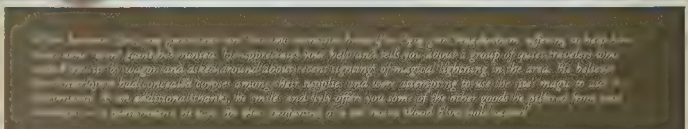
Return to Quest Step **A27**.

Rewards: 1

When completed, go to entry: A27 *(pg. 23)*

B29 Proprietary Knowledge

Psijic Order



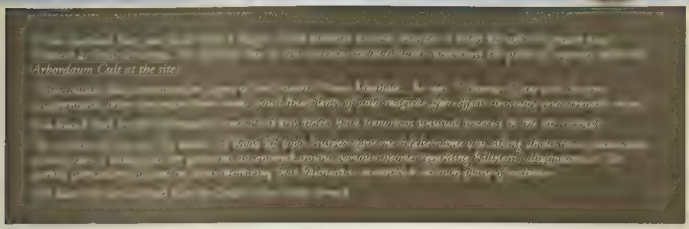
Quest Objective:

Each adventurer must immediately exhaust available skill dice (or as many dice as possible). Then draw 8 . You may select 4 of them to be distributed among adventurers, discarding the rest.

Return to Quest Step **A27**.

Rewards: 1

When completed, go to entry: A27 *(pg. 23)*



Quest Objective:

Each adventurer must immediately lose tenacity (or as much tenacity as possible). Then, each adventurer may select 1 of their trained skill lines and add a skill die from a different, untrained skill line to the next open position in their chosen line's attribute row. This skill is the wild skill. The wild skill can be up to 1 level higher than the highest trained skill in the selected skill line.

For the rest of this session, the wild skill is considered to be part of the selected line and shares the same battle form (including no battle form) and stat as the selected skill line. While the adventurer has a wild skill, they cannot train the skill line that the wild skill die is from. When resolving the wild skill's effects, any text on the skill referring to the wild skill's line instead applies to the skill line the wild skill is considered to be during this session.

> **Example:** If Bow skill die: **Vinedusk Training** is selected as the wild skill and placed into a trained Destruction Staff skill line, its text would read "At the start of your turn, you may exhaust this skill to recover any 2 Destruction Staff skill dice or 3 Snipe skill dice."

Adventurers must untrain their wild skills at the end of the session.

Return to Quest Step **A27**.

Rewards: 0

When completed, go to entry: A27 *(pg. 23)*

B31 Proprietary Knowledge

Psijic Order

[redacted]

Quest Objective:

Initiate the following clash. Add level 1 enemies to the EP and deploy them last. If the Influence Track is at 2 or higher, these enemies are level 5 instead.

After this clash is successfully completed, return to Quest Step A27.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: A27 *(pg. 23)*

B35 A Matter of Loyalty

Eyes of the Queen

[redacted]

up with you and explains w

[redacted]

Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies from the EP deploy 3 additional level 5 (if in Session 1) or level 10 (if in Session 2) enemies to Hex C, Hex D, and Hex E, and deploy quest unit: **Anchorite Deslandra** to Hex B. Then, count the number of agents remaining in the level 10/20 enemy bag, and remove 1 of the level 5/10 enemies agent. If at least 4 agents remain in the bag, also remove Anchorite Deslandra. For each also remove Anchorite Deslandra. For each additional agent remaining beyond 4, each adventurer gains 1 tenacity. Return the agents to the level 10/20 enemy bag after counting them.

During this dungeon Anchorite Deslandra can move up to 4 hexes

BATTLE OBJECTIVE - CONQUER

players: Replace Anchorite Deslandra

Ongoing Step Effects:

During non-dungeon battles, you may attempt to recruit agents. After each turn in which a level 1 or 5 enemy is defeated, the party may make a social check (- 1). If multiple level 1 or 5 enemies are defeated in a single turn, the party may attempt a different social check for each. If successful, the enemy becomes an agent and is placed in the level 10/20 enemy bag. If an agent is drawn from an enemy bag during battle or battle setup, it becomes a companion controlled by the party. It is not considered an enemy and does not reduce the EP. When an agent is defeated, or at the end of a battle if the agent is still in play, it is returned to its level 1/5 enemy bag and is no longer an agent.

Any agents that remain in the level 10/20 enemy bag after all enemies are deployed to the dungeon will make the last battle easier. Agents cannot be recruited while completing the dungeon, but if agents are drawn from the bag during the dungeon, they become companions as normal.

Rewards: 3

When completed, go to entry: E36 *(pg 44)*

WINNER TAKES ALL
Circle of Champions

B38

[redacted]

Quest Objective:

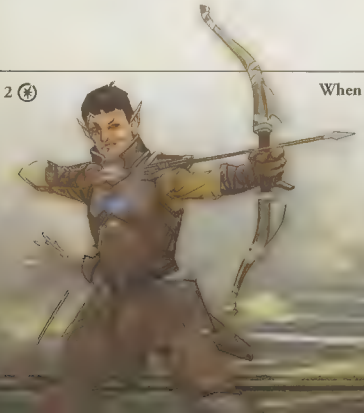
Travel to any conflict landmark and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest). Add all unrecruited quest units from Quest Step **A37** to the EP and deploy them first, followed by quest unit: **Big Bad Bazri**. Any recruited quest units from Quest Step **A37** become companions controlled by the party during this clash.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: E39 *(pg 45)*



C03 Fatal Findings

Mages Guild

[redacted]

Quest Objective:

Travel to Falinesti Summer Site or Autumn Site and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

In this clash, all enemies gain enemy skill: **Ethereal**. After deploying enemies, deploy the level 1/5, **Wood Orc Bandit/Wood Orc Marauder** to the next available enemy deployment hex, on its Marauder side (even if not revived). If no enemy deployment hexes are unoccupied, deploy it to the closest unoccupied hex to Hex 1. It is no longer a companion.

If you initiate the clash at the Summer Site, quest unit: **Eveli Sharp-Arrow** becomes a companion controlled by the party

If you initiate the clash at the Autumn Site, up to 2 adventurers may each gain 5 tenacity.

Battle Map Setup:

Battle Objective - Conquer

Ongoing Step Effects:

The Wood Orc Bandit and level 1: **Wood Elf Bandit** are companions controlled by the party in this session. One of them may be used in each non-quest-step battle, and the Wood Elf Bandit may be used in the final quest step battle. When these companions are defeated, set them aside (separate from the other set-aside units). During any End of Day Phase, if all adventurers forgo their Adventurers Rest step, the party may revive 1 of these defeated companions.

Rewards: 2

When completed, go to entry: E04 *(pg. 40)*

C07 Fencing With The Enemy

Thieves Guild

[redacted]

Special Setup Instructions:

Add quest unit, **Zirik** to the level 10/20 enemy bag. If is 3+, add quest unit: **Big Bad Bazri** instead

Quest Objective:

Travel to any town besides Arenthia and initiate a town encounter (recommended by day 12, initiates a clash and the end of the quest). During the encounter, you must take a group town action to immediately proceed to Quest Step **D08**

If you establish a fourth fence, add quest unit **Watcher** to the level 10/20 enemy bag. If ☊ is 3+, add **Empowered Deslandra** instead.

Any quest units in the level 10/20 enemy bag during Quest Step **D08** will make the final clash harder regardless of whether they are drawn.

Ongoing Step Effects:

While items are facedown in ready slots, they cannot be used, moved to an adventurer's pack, or discarded for any reason. If gaining a Forest Blight card would force 1 of these facedown items to be discarded, place the Forest Blight card on top of the item instead.

You may establish a fence in 1 of 2 ways.

- While occupying a town other than Arentina, take a group town action to make a social check (☊ x 3) and succeed at it.
- In a single encounter, successfully lockpick ☊ x 2 caches, immediately discarding all items from those caches when gained.

Each time the party establishes a fence, each adventurer may flip over 1 of the ⛨ in their ready slots, at which point it may be used normally. Immediately when flipping it over, they may also choose to discard it and draw a new ⛨ to replace it. Items under a Forest Blight card cannot be flipped over.

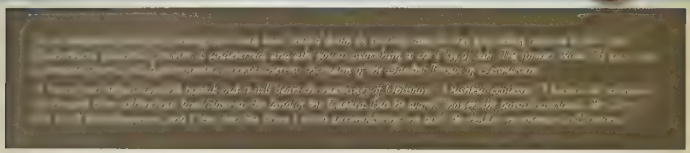
When a quest unit is drawn from the level 10/20 enemy bag, deploy it and continue drawing enemies. The quest unit does not reduce the calculated EP. At the end of the battle in which the quest unit was drawn, place it back in the level 10/20 enemy bag.

Rewards: 0 ⛨

When completed, go to entry: D08 *(pg. 38)*

HUNTED
Fighters Guild

C12



Special Setup Instructions:

Remove the ⛨ token from the map.

Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies, deploy quest unit **Chief Dushkul** to Hex B. He is a companion controlled by the party. Adventurers deploy to any unoccupied hex on Chief Dushkul's tile. Place ☊ HP chips in each sigil hex.

For each HP chip placed next to the map during the quest, Chief Dushkul is dealt 1 true damage at the start of the battle. If Dushkul's HP is reduced to 1, each remaining HP chip instead deals 1 true damage to each adventurer.

All sigils gain enemy skill: **Stalwart**. At the start of each round, deploy enemies to unoccupied hexes adjacent to sigils using as few enemies as possible, so that the combined level value of enemies in play equals the initial EP. These enemies must deploy adjacent to the sigil closest to Chief Dushkul, if possible.

Enemies can move up to 4 hexes. On an enemy's turn, if it can move into a hex that would let it target Chief Dushkul, it does so (it also prioritizes Chief Dushkul during its Declare Target step). If it cannot, its destination hex is the closest unoccupied hex to Chief Dushkul. If there are multiple destination hexes that are equidistant from Chief Dushkul, it prioritizes the hex that allows it to target an opposing unit.

This encounter is successful if Chief Dushkul has not been defeated at the end of Round 5 (this encounter may still be successful if all adventurers have been defeated). If Chief Dushkul is defeated, the quest is immediately failed.

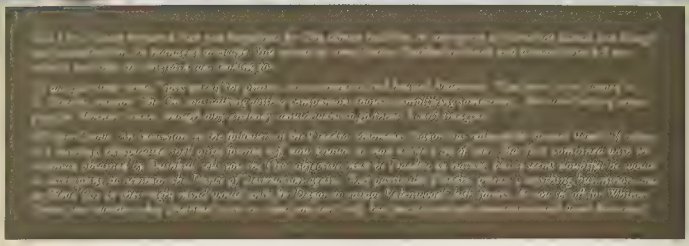
BATTLE OBJECTIVE - SPECIAL

Rewards: 3 ⛨

When completed, go to entry: E13 *(pg. 41)*

C16 Orcsbane

Dark Brotherhood



Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty HP (recommended by day 12 initiates the end of the quest).

After deploying enemies, deploy quest unit: **Chief Dushkul** to Hex B. Place ❍ HP ,n ❍ sigil hexes

If Chief Dushkul would be defeated during this quest step, he instead remains at 1 HP.

At the end of a turn in which all sigils are destroyed, proceed to Quest Step D17 without ending the current encounter. Note in your campaign journal which unit's turn just ended.

Battle Objective - Special

Rewards: 0 ⊛

When completed, go to entry: D17 *(pg. 38)*

a breakthrough

Quest Objective:

Initiate the following clash, using the end of session difficulty 1 P.

After deploying enemies, if you are ***not*** occupying the Winter Site, roll 5 - ☊ status effect dice and apply them to enemies of your choice.

If you are occupying the Spring Site, each adventurer must select 2 skill lines with at least 1 available die currently in their attribute rows, if possible. They must roll all available dice in the selected skill lines (ignoring their Stamina and Magicka stats) and exhaust all tenacity results without gaining the tenacity. All dice showing other results are placed back into their attribute rows.

If you are occupying the Summer Site, adventurers must collectively discard ⛃ equal to 2 x ☊ (or as many ⛃ as possible).

If you are occupying the Autumn Site, each adventurer must lose all of their tenacity. If an adventurer's tenacity is already at 0, they must instead drain an available skill die.

If you are occupying the Winter Site, enemies take their turns before adventurers.

Battle Map Setup:

BATTLE OBJECTIVE: CONQUER

Rewards: 2 ⍟

When completed, go to entry: E33 *(pg 44)*

D08 Fencing With The Enemy

Thieves Guild

[redacted]

Quest Objective:

Initiate the following clash, using the end of session difficulty EP.

After all enemies have been deployed, count the number of quest units remaining in the level 10/20 enemy bag (if any). If 2 remain, enemies take their turns before adventurers during this battle. If 1 remains, each adventurer gains light fatigue equal to their Cooldown stat and then must exhaust a number of available skill dice equal to their Cooldown stat.

Ongoing Step Effects:

When a quest unit is drawn from the level 10/20 enemy bag, deploy it and continue drawing enemies. The quest unit does not reduce the EP.

When a quest unit deploys from the enemy bag, it is deployed on the side you were instructed to place into the bag (**Zirik**, **Big Bad Bazri**, **Watcher**, **Empowered Deslandra**)

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2 ✱

When completed, go to entry: E09 *(pg. 40)*

D17 Orcsbane

Dark Brotherhood

[redacted]

Quest Objective:

If you choose to fulfill your contract and assassinate Chief Dushkul, proceed to Quest Step **D18**. If you choose to aid Chief Dushkul, proceed to Quest Step **D19**.

Rewards: 0 ✱

When completed, go to entry: D18 *(pg. 39)* **or D19** *(pg. 39)*

Special Setup Instructions:
Quest unit: **Chief Dushkul** gains ❍ HP (may exceed his Health stat).

Quest Objective:
The battle continues as normal. Check your campaign journal to see whose turn had just ended when the battle was interrupted and begin with the following turn.

This encounter is successful if Chief Dushkul is defeated and all undefeated adventurers are occupying the entrance tile at the end of a round.

BATTLE OBJECTIVE - SPECIAL

Rewards: 2 ⊛

When completed, go to entry: E20 *(pg. 41)*

Special Setup Instructions:
Populate all sigil hexes with ❍ HP. Deploy the following quest unit to an unoccupied hex adjacent to Hex A4 (or as close to A4 as possible), depending on ❍.

1 player: Morag Tong Assassin
2 players: Enraged Deslandra
3 players: Empowered Deslandra
4 players: Dream Weaver Fedryn

Quest Objective:
The battle continues as normal. Check your campaign journal to see whose turn had just ended when the battle was interrupted, and begin with the following turn. Chief Dushkul becomes a companion controlled by the party.

This encounter is successful if all undefeated adventurers and Chief Dushkul are occupying the entrance tile at the end of a round. If Chief Dushkul is defeated, the quest is failed.

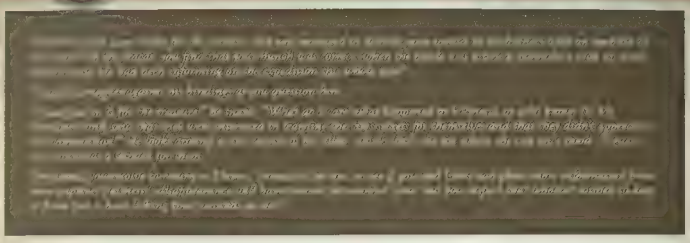
BATTLE OBJECTIVE - SPECIAL

Rewards: 3 ⊛

When completed, go to entry: E21 *(pg. 42)*

E04 Fatal Findings

Mages Guild



In Session 1, choose 1 of the following options:

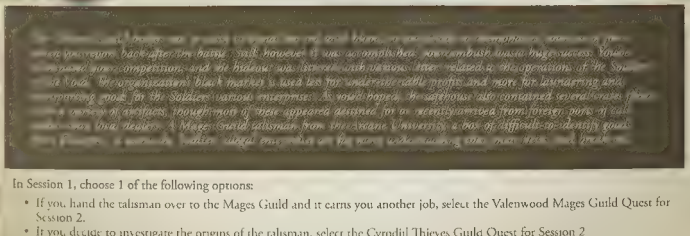
- If your negative experience with this Wood Orc leads you to hold a grudge, select the Valenwood Dark Brotherhood Quest for Session 2.
- If the guild believes your experience with Orcs will help you with one gone rogue, select the Hammerfell Mages Guild Quest for Session 2 (requires Hammerfell expansion).
- If your success at this magical errand earns you the notice of another mystical order, select the Morrowind Psijic Order Quest for Session 2.

In Session 2, you decide to respond to your attackers in kind. Seeking out Foucault Genic for additional information, you learn that this interception was likely spearheaded by Deslandra, a local Wood Elf folk hero who usually turns to back channels to accomplish her dirty work. Though her influence in Valenwood is strong, you can feel the winds changing, and now seems like the best time to capitalize on the setback you caused for the Wood Orc's employers. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Disrupt Operation

E09 Fencing With The Enemy

Thieves Guild



In Session 1, choose 1 of the following options:

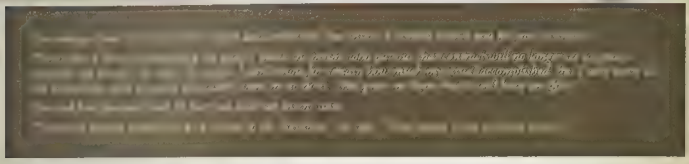
- If you hand the talisman over to the Mages Guild and it earns you another job, select the Valenwood Mages Guild Quest for Session 2.
- If you decide to investigate the origins of the talisman, select the Cyrodiil Thieves Guild Quest for Session 2.
- If you decide to further investigate the strange box, select the Elsweyr Fighters Guild Quest for Session 2 (requires Elsweyr expansion).

In Session 2, with your guild obligations fulfilled, you decide to take a bit of retribution into your own hands. You look for more information on the Soldiers of the Void and learn that their aggression toward you is likely due to the increasing boldness of their leader, Deslandra, a local Wood Elf with a lot of sway over the people of Valenwood. Wielding that influence for a personal agenda may or may not be wrong, but it's certainly bad for business. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Obtain Artifact

HUNTED
Fighters Guild

E13



In Session 1, choose 1 of the following options:

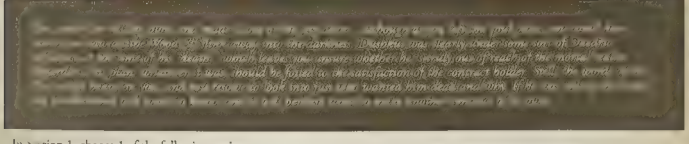
- If Dushkul shares information about another mission he might be able to help you with, select the Valenwood Circle of Champions Quest for Session 2.
- If the Fighters Guild sends you on another high-stakes escort mission, select the Skyrim Fighters Guild Quest for Session 2.
- If you promise to meet up with Dushkul after your next job, select the Black Marsh Mages Guild Quest for Session 2.

In Session 2, you offer to help Chief Dushkul investigate his would-be killers. With the Dark Brotherhood associates who targeted him dead by your hand, that lead has run cold, so you look to Valenwood's criminal underworld for answers. You're surprised to learn that agents of a local and revered Wood Elf named Deslandra have been active in all manner of shady dealings as of late, many of them relating to the recovery and study of dangerous Daedric artifacts. Dushkul promises to assist when you confront this provincial scion of supposed good deeds. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Gain Ally: **Chief Dushkul**

ORCSBANE
Dark Brotherhood

E20



In Session 1, choose 1 of the following options:

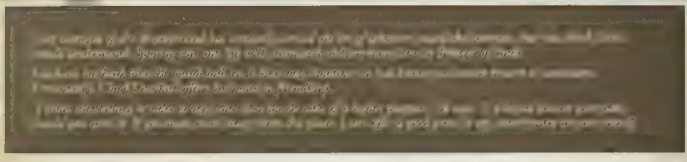
- If your experience in the City of Ash makes you perfect for an important Undaunted mission, select the Valenwood Undaunted Quest for Session 2.
- If the Brotherhood rewards your loyalty with continued trust, select the Hammerfell Dark Brotherhood Quest for Session 2 (requires Hammerfell expansion).
- If this business makes you want to do a good turn for an Orc to balance the scales, select the Skyrim Mages Guild Quest for Session 2.

In Session 2, your dreams are haunted by the chief's pleas. With your duty fulfilled, you initiate your own investigation into the mysterious Soldiers of the Void and what they would stand to gain from such a contract. Fortunately, word about the Soldiers is not hard to come by these days, as the group has been exerting its influence all over Tamriel. They are rumored to be led by the well-known Wood Elf philanthropist Deslandra, and if she is aiming to sever all bonds to Oblivion, including to Sithis, the Dark Brotherhood cannot remain neutral. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Intercept Intelligence

E21 Orcsbane

Dark Brotherhood



In Session 1, choose 1 of the following options:

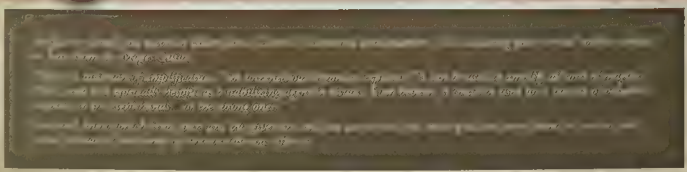
- If your experience in the City of Ash makes you perfect for an important Undaunted mission, select the Valenwood Undaunted Quest for Session 2.
- If Chief Dushkul promises to put in a good word for you with the Orcs of Wrothgar, select the High Rock Mages Guild Quest for Session 2.
- If you follow up Dushkul's news of Orcs in need in Western Skyrim, select the Skyrim Circle of Champions Quest for Session 2.

In Session 2, you recognize that this betrayal will surely attract the ire of both the Soldiers of the Void and the Dark Brotherhood itself. If Chief Dushkul was speaking true, your betrayal of Brotherhood orders was still in the greater service to Sithis. Chief Dushkul, happy to repay the favor, informs you of the group's leader Deslandra, a local Valenwood do-gooder who uses her clout for less-than-legal purposes behind the scenes. With Sithis guiding your hand and Chief Dushkul covering your back, you steel yourself to strike Deslandra down once and for all. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Gain Ally: **Chief Dushkul**
In addition to your major keyword, also gain minor keyword: Assassin's Wrath

E24 Pledge of Power

Undaunted



In Session 1, choose 1 of the following options:

- If you're hungry for more of the riches that Valenwood can offer, select the Valenwood Thieves Guild Quest for Session 2
- If you wish to track down even more magical artifacts, select the Cyrodiil Undaunted Quest for Session 2
- If you consider whose hands the right ones might be, and how those hands could use assistance, select the Summerset Outer Watch Quest for Session 2 (requires Summerset expansion).

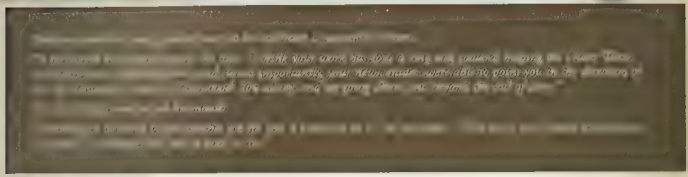
In Session 2, you recognize the potential of this talisman and the danger any ritual involving it might entail. You also recognize that those desperate enough to try stealing it may be desperate enough to attempt their ritual without it, an outcome that could potentially be catastrophic to the people of Valenwood. Fortunately, the guild identifies the clothing of the competing treasure hunters as characteristic of the Soldiers of the Void, a group the guild has butted heads with throughout the continent. The Soldiers' leader, a loyal and devoted Wood Elf named Deslandra, is unlikely to let this setback halt her plans, so you decide to do it yourself. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Recover Reagent

Gossip and Slander

Outer Watch

E26



In Session 1, choose 1 of the following options:

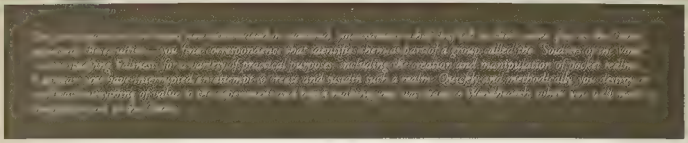
- If you'd rather take on a friendlier companion, select the Valenwood Fighters Guild Quest for Session 2
- If you accept Bodeans offer, select the Summerset Outer Watch Quest for Session 2 (requires Summerset expansion)
- If you'd rather take on a friendlier companion and you're so annoyed at Bodean after this whole Daedra business that you need to skip town, select the High Rock Fighters Guild Quest for Session 2.

In Session 2, you decide that the changing perception of the Outer Watch in Valenwood is also the perfect opportunity to take down Deslandra on her home turf. For too long, she has been cashing in her goodwill for her own schemes. By infiltrating Cursebreaker's Copse and turning Valenwood against her, you can end Deslandra's ambitions, and the shadow she casts over the Outer Watch, once and for all. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Gain Notoriety

E33 Proprietary Knowledge

Psijic Order



In Session 1, choose 1 of the following options:

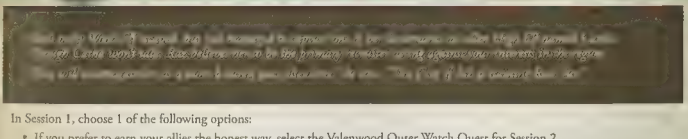
- If this business impresses on you the value of establishing friendly contacts in the region, select the Valenwood Eyes of the Queen Quest for Session 2.
- If these cultists lead you to investigate suspicious cultist activity elsewhere in Tamriel, select the Cyrodiil Psijic Order Quest for Session 2.
- If you'd rather take a break and go treasure hunting, select the Summerset Undaunted Quest for Session 2 (requires Summerset expansion).

In Session 2, the Order sends you back out to detain or otherwise contain the Soldiers of the Void. While their investigation into the magic of Falmesti was thwarted, the Soldiers are bound to possess dangerous knowledge regarding it already. From what the Order knows about Deslandra and her cult, she is studying the effects of severing the links between the mortal plane of Nirn and the immortal planes of Aetherius and Oblivion, a task that could put an end to all magic. If her attempt at creating a pocket realm were to succeed, she could attempt to use it to envelop all of Nirn, with potentially catastrophic consequences. The Order cannot allow this. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Ruin Experiment

E36 A Matter of Loyalty

Eyes of the Queen



In Session 1, choose 1 of the following options:

- If you prefer to earn your allies the honest way, select the Valenwood Outer Watch Quest for Session 2.
- If you move on to another assignment while Raz conducts his interrogation, select the Hammerfell Eyes of the Queen Quest for Session 2 (requires Hammerfell expansion).
- If you'd prefer less conversation and more action on your next journey, select the Morrowind Circle of Champions Quest for Session 2.

In Session 2, the Eyes do not take kindly to the intervention of this elusive Wood Elf. After Raz's interrogation with Catha, he confirms his suspicions: the local elf making a regional power play is Deslandra, a mage of no small ability who has tangled with the Eyes before. You have felt Deslandra's influence throughout Valenwood already, as her words have often turned the region's residents against you. If Catha's words are to be believed, Deslandra's plans extend far beyond local patronage and into something more dangerous and continent-spanning. Raz orders you to seek out Deslandra and put a stop to her schemes. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Block Operative

with congratulations

In Session 1, choose 1 of the following options:

- If your journey fed your curiosity about the strange Fahnest. Sites around the province, select the Valenwood Psijic Order Quest for Session 2
- If you'd like to continue your countryside touring lifestyle, select the Black Marsh Circle of Champions Quest for Session 2
- If your knack for fighting could be sharpened into a deadlier edge, select the Elsweyr Dark Brotherhood Quest for Session 2 (requires Elsweyr expansion).

In Session 2, you take Rivyn's advice and conduct a full investigation. It seems Deslandra's investment in the Titans' Triangle was not born of passion for exhibition fighting, but rather to be used as a tool of recruitment and local influence. Deslandra's charm and power are well-known in Valenwood, and a victory over the Circle of Champions would have compounded her legend. Rivyn thanks you for your work and asks you to track down Deslandra. Given the Circle's past entanglements with the elf, the battlemaster shares your worry that whatever Deslandra's final objective, it will be far more consequential than exclusive fighting rights. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Eliminate Agent

City of Ash

DUNGEON

Tiles Needed:

Entrance Tile

[illegible]

Rules:

Hexes A1-A4 are sigil hexes and represent locations where sigils can be used for communing with Oblivion. Dungeon quest steps may require you to place HP in these hexes creating sigils for that step. While a sigil is in play, all enemies on that tile gain enemy skill **Ethereal.** Sigils are considered quest enemies but do not take turns and cannot move.

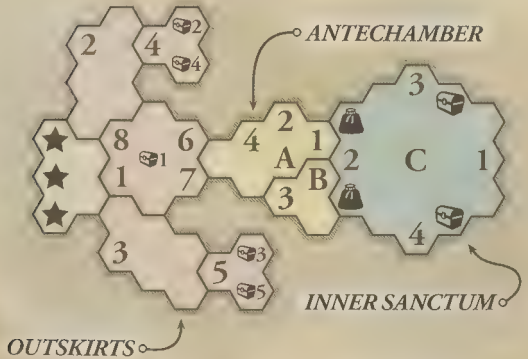
Cursebreaker's Copse

DUNGEON

Rules:

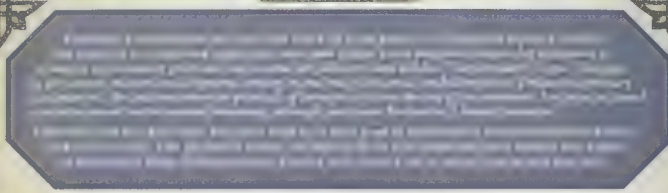
This dungeon is only used during the Valenwood endgame quest.

When setting up the dungeon, do not attach the Antechamber and Inner Sanctum to the Outskirts, and do not populate any chips on those tiles. The quest will inform you when to set up and attach these areas



Endgame
Gruesome Grove

Day 1



Special Setup Instructions:

Create a stack of HP chips containing a number of chips equal to the amount of **Resistance** keywords collected by the party, plus an additional amount based on your difficulty level as outlined below. This is your resistance tokens stack.

Apprentice: +3 **Adept:** +2 **Expert:** +1

Set up the Cursebreaker's Copse dungeon. Keep the Antechamber and Inner Sanctum detached from the rest of the dungeon and do not populate them until instructed to do so. Calculate an EP using the end of session difficulty EP and deploy enemies to the numbered hexes in the Outskirts. Only populate caches equal to (- 1), in their numbered order.

After deploying enemies, adventurers may choose to discard items, spend saved XP, or untrain stats and skill dice to gain additional resistance tokens. For every amount of points spent, the party gains 1 resistance token. Saved XP and items count for 1 point each. Untrained stats and skill dice count for points equal to the cost of the most expensive slot trained in that line.

Set the Day Dial to 1. For the duration of the endgame quest, the Day Dial tracks the Cursebreaker's Copse security level instead of the current day. Set aside quest units **Big Bad Bazri**, **Cursebreaker Deslandra**, and **Watcher**.

Quest Objective:

If the security level is at 3, resolve the Round Counter and Fatigue Rounds as normal. If it is below 3, each time the Round Counter increases, increase it an additional number of times equal to the number of caches in play. When it increases to Fatigue Rounds, each adventurer gains 1 overfatigue. Then, set the Round Counter to 1 (ignoring any remaining increases), gain 1 resistance token, and increase the security level (represented by the Day Dial) by 1 (adventurers are not dealt Fatigue Round damage).

At the end of any turn in which at least 1 adventurer is adjacent to an enemy, adventurers may spend a number of resistance tokens depending on the enemy's level as outlined below in order to make social checks (x 2) for any number of adjacent enemies. If successful, the adjacent enemy becomes a companion controlled by the party. If unsuccessful, do not spend the resistance tokens. The number of resistance tokens required is as follows:

Level 1: 1 resistance token **Level 5:** 2 resistance tokens

Level 10: 5 resistance tokens **Level 20:** 6 resistance tokens

Caches are not removed after unsuccessful lockpick checks, but the top item card is still discarded. When a cache is successfully lockpicked, that adventurer gains the item and then a Forest Blight card.

At the end of any round in which no caches remain, attach the Antechamber (but not the Inner Sanctum) to the rest of the dungeon and deploy Big Bad Bazri to Hex A. Calculate an additional EP and divide it in half (rounding up), and deploy enemies resulting from this calculation to the numbered hexes in the Antechamber. If points still remain in this EP, use the ★ hexes on the entrance tile as enemy deployment hexes. If any units are already occupying the ★ hexes, place them in the closest unoccupied hexes.

At the end of a round in which any companion is occupying Hex B, immediately proceed to the next step without ending the encounter.

Battle Objective—Special

Rewards: 0

When completed, go to day 2

Available Keywords

Block Operative

You kept a key figure in Deslandra's operation from recruiting guards for Cursebreaker's Copse.

Whenever an EP is calculated, after all other modifiers are resolved, each adventurer may roll 1 D6 and reduce the calculated EP by the amount rolled. Additionally, enemies require 1 fewer resistance token to make a social check.

Destroy Equipment

Your destruction of vital defensive supplies has left the Soldiers of the Void unequipped.

Adventurers ignore 1 defense on their targets for each Forest Blight card in their inventory.

Disrupt Operation

You ruined Deslandra's attempt to learn the secrets of Falinesti, demoralizing her soldiers.

Each time an adventurer defeats a non-quest enemy, the party gains 1 resistance token.

Eliminate Agent

Your bloody work in the field has waylaid Deslandra's Khajiit enforcer.

Deploy a random level 1 enemy instead of quest unit: **Big Bad Bazri**.

Gain Ally

During your travels, you made a powerful ally of someone who has a vested interest in Deslandra's demise.

The quest unit associated with your keyword becomes a companion controlled by the party.

Gain Notoriety

Your efforts to bolster your reputation have made Deslandra's lieutenants afraid to confront you.

Quest enemies are considered to be level 20 enemies. Additionally, choose 1 of the following options during setup:

- Social checks to convert enemies into companions are automatically successful (lasts entire session).
- Gain 4 resistance tokens.

Intercept Intelligence

Your brush with Deslandra's dirty dealings has given you insight into her trusted personnel.

Anytime an enemy would be randomly deployed from an enemy bag, draw 3 and choose 1 to deploy. Return the other 2 back to their enemy bag.

Obtain Artifact

Though its full properties remain a mystery, the artifact you obtained seems to be invigorating your party.

Once per security level, at the end of a round, the party may choose to take an Adventurers Rest step. When this happens, adventurers may choose to forgo the removal of a die from their cooldown track to instead recover a drained skill die or remove a Forest Blight card.

Minor Keyword - Speak for the Trees

Your kindness to nature does not go unreciprocated.

Each time an adventurer gains a Forest Blight card, they may freely choose which card to gain. If you also have minor keyword: **Underworld Disarray**, when affected by enemy skill: Steal, you may discard a Forest Blight card instead of an item.

Minor Keyword - Rude

The trees remember your slight of one of Valenwood's finest.

After resolving setup, each adventurer draws a Forest Blight card.

Endgame
Gruesome Grove

DAY 2

You provide cover for your companion as they work the final mechanism, which will hopefully lead to Deslandra's inner sanctum. Hearing the final click, you look to your ally in a moment of triumph. This is it. It's time to take the fight to Deslandra and end her here, once and for all. But before you can rally your strength for the final push, you see a flash of light, followed by a splatter of blood. In the place where your ally once stood is Deslandra, adorned in viscera.

"No one knows the secrets of this place but me," she says, wiping a dribble of blood from above her eye. "You may have taken me by surprise, but Valenwood is my home. The Cursebreaker's Copse is my fortress. I'll end you here and now, and I'll be free to execute my plans across Tamriel. You will not live to see it, but I promise you, the end of magic in Nirn will have long-lasting benefits you can't begin to imagine. Your mind isn't big enough."

She hurls a magic bolt.

Special Setup Instructions:

Attach the Inner Sanctum to the rest of the dungeon. Remove the unit occupying Hex B, leaving their HP. Deploy quest unit: **Cursebreaker Deslandra** to Hex B with full HP, gaining the additional HP in that hex (may exceed Health stat). Deploy quest unit: **Watcher** to Hex C with additional HP equal to ☊ (may exceed Health stat). Then, calculate an EP using the end of session difficulty EP and deploy enemies resulting from that calculation to the numbered hexes in the Inner Sanctum. If points still remain in the EP, use the ★ hexes on the entrance tile as enemy deployment hexes. If any units are already occupying the ★ hexes, place them in the closest unoccupied hexes.

Quest Objective:

If the security level is at 3, resolve the Round Counter and Fatigue Rounds as normal. If it is below 3, each time the Round Counter increases, increase it an additional number of times equal to the number of caches in play. When it increases to Fatigue Rounds, each adventurer gains 1 overfatigue. Then, set the Round Counter to 1 (ignoring any remaining increases), gain 1 resistance token, and increase the security level (represented by the Day Dial) by 1 (adventurers are not dealt Fatigue Round damage).

At the end of any turn in which at least 1 adventurer is adjacent to an enemy, adventurers may spend a number of resistance tokens as outlined below in order to make social checks (☊ x 2) for any number of adjacent enemies. If successful, the adjacent enemy becomes a companion controlled by the party. If unsuccessful, do not spend the resistance tokens. The number of resistance tokens required is as follows:

Level 1: 1 resistance token

Level 5: 2 resistance tokens

Level 10: 4 resistance tokens

Level 20: 5 resistance tokens

Cursebreaker Deslandra prevents all damage dealt to her (including true damage) that would cause her HP to fall below the current HP of the strongest undefeated quest unit.

Battle Objective - Conquer

When completed, go to the Epilogue

Available Keywords

Block Operative

Whenever an EP is calculated, after all other modifiers are resolved, each adventurer may roll 1 D6 and reduce the EP by the total amount rolled. Additionally, enemies require 1 fewer resistance token to make a social check.

Destroy Equipment

Adventurers ignore 1 defense on their targets for each Forest Blight card in their inventory.

Disrupt Operation

Each time an adventurer defeats a non-quest enemy, the party gains 1 resistance token.

Gain Notoriety

Quest enemies are considered to be level 20 enemies, with the exception of quest unit: **Watcher**.

Intercept Intelligence

Anytime an enemy would be randomly deployed from an enemy bag, draw 3 and choose 1 to deploy. Return the other 2 back to their enemy bag.

Obtain Artifact

Once per security level, at the end of a round, the party may choose to take an Adventurers Rest step. When this happens, adventurers may choose to forgo the removal of a die from their cooldown track to instead recover a drained skill die or remove a Forest Blight card.

Recover Reagent

As you peer into Deslandra's inner sanctum, you see her forces desperately trying to contain a Watcher. It seems whatever ritual they used to summon it fell apart, perhaps due to the lack of a key component.

Apply a Blind status die to quest unit: **Watcher**. It gains enemy skill: **Arcane**.

Ruin Experiment

Thanks to your meddling, Deslandra's booby trap has backfired.

After deploying, quest unit: Cursebreaker **Deslandra** is dealt 3 true damage. Additionally, roll 2 status dice. You may choose to apply them to Cursebreaker Deslandra or to any party members. If both status dice show the same result, you may choose to reroll 1 of the dice until both results are different.

Minor Keyword - Daedric Knowledge

Deslandra's influence has been interrupted, allowing the Watcher to serve its Daedric prince.

When quest unit: Cursebreaker **Deslandra**'s HP reaches 3 or fewer, quest unit: **Watcher** becomes a companion controlled by the party.

Minor Keyword - Assassin's Wrath

With your betrayal of the Black Sacrament so recent, you knew it was only a matter of time before the Brotherhood's retribution found you.

During setup, add quest unit: **Shadowscale Akisha** to the EP and deploy her to any hex adjacent to Hex C. She gains quest unit skill: **Cornered**.

Endgame
Gruesome Grove

Epilogue

Deslandra is defeated. Out of respect for the Green Pact, you do not destroy the Cursebreaker's Copse, as the graht-oak is still alive. Instead, you painstakingly clear the fortress of its dangerous artifacts, as well as any incriminating evidence against you.

As you prepare to depart, you pause for a moment, considering leaving an anonymous note linking Deslandra to the many criminal enterprises she undertook to make her dream of a magic-free Tamriel a reality. Ultimately, however, you think better of it. Who would it serve? Deslandra cared deeply for Valenwood and, in her own way, her every fellow Tamrielian, even though she was misguided as to the best way to help them. You will let her be remembered for her striving for the public good, and you promise yourself to try to do the same – at least until the next adventure comes calling.